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Dungeons & Dragons®

IRON & BLOOD™

warriors of Ravenloft™

THE DARK SIDE OF 3-D FIGHTING

RATING PENDING
RP
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TAKE 2 INTERACTIVE SOFTWARE

SEGA SATURN™

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SEGA™

SEGA SATURN™

T-81393H

Acclaim® entertainment, inc.

IMPACT™ RACING

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JVC MUSICAL INDUSTRIES, INC.

FUN COM™

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FOR PLAY ON THE SEGA SATURN™ SYSTEM

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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INTRODUCTION

DRIVE TO SURVIVE! It's not enough to have fast reflexes and an instinctive feel for the wheel. You need a killer's cunning to survive Impact Racing! When the best racing drivers match their driving and shooting skills, it's not just the finish line at stake--it's your funeral! Can you stay alive for four laps against the toughest drivers with the deadliest cars? Can you make it through the demanding Bonus Tracks to upgrade your weapons? You may end up driving on the ceiling before you can answer! In this dangerous drive to destruction, you'll be firing missiles, lasers, laying down mines--throwing everything at the competition you can, while trying to maneuver through the murderous motoring! Gas up and hit the track, hombre! See you in the winner's circle...or in hell!

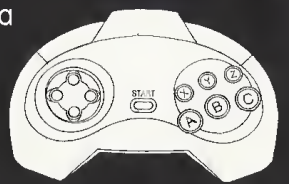
1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

Note: Impact Racing™ is for one player.

2. Place the Impact Racing™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

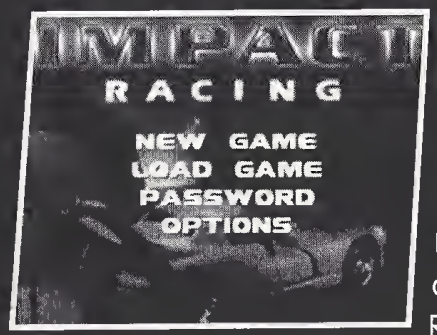
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

STARTING THE GAME

TITLE SCREEN



There are four items to choose from at the Title Screen. Press the START button to confirm selections.

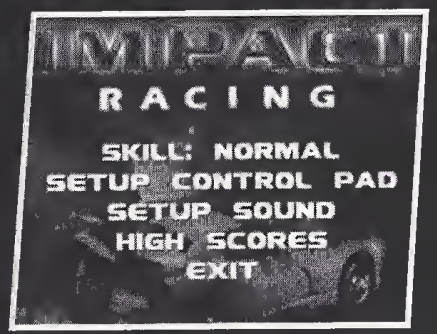
NEW GAME: This starts a new game.

ROAD GAME: Use this to resume or erase saved games in the Saturn RAM or a RAM cartridge.

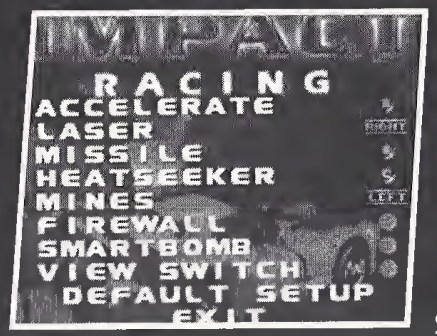
PASSWORD: Use this to input a password. For more information on using passwords, read the "Using Passwords" section.

OPTIONS:

The following options are available:



DIFFICULTY: Press the D-PAD to select from Easy, Normal, and Hard modes.

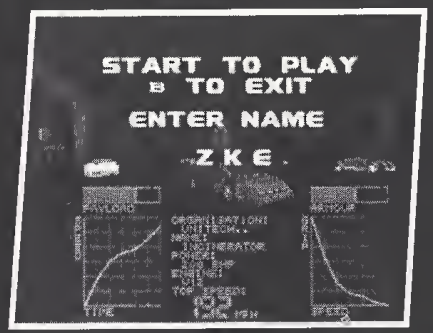


SETUP CONTROLLER: Configure the keypad buttons to desired settings. To change the configuration, move the cursor to an action, then press the button you want to set for that action.

SETUP SOUND: Adjust the Music, Sound Effects, and Speech Volumes by pressing left and right.

HIGH SCORES: View the high scores for the game.

CHOOSING A CAR



There are five cars to choose from. Press left and right to cycle through the cars. The two graphs show each car's acceleration and handling performance. The higher the line stays in the graphs, the better the acceleration and grip are.

Payload shows the relative amount of weapons you can carry in that car. The higher the line in the graph, the more ammunition a car can hold.

Armor shows how well the car resists damage from attacks.

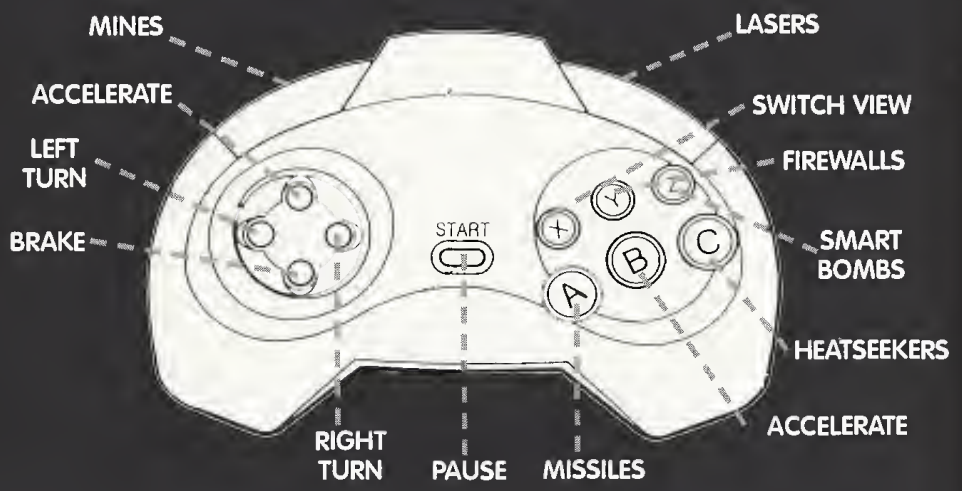
Press the **START** button to confirm selection. Then enter your name by pressing up, down, left and right.

Press the B button if you want to exit back to the Title Screen.

Press **START** again to start the game.

CONTROLS

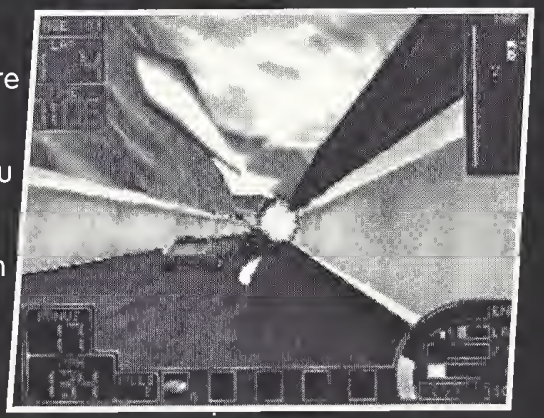
NOTE: The Controls shown are the DEFAULT settings. The button settings can be re-configured in the OPTIONS screen.



*NOTE: UP and DOWN can be used for the accelerate and brake functions so your right hand can be free for using all the weapons.

PLAYING THE GAME

INTERFACE



STAGE: The stage you are currently on.

LAP COUNTER: The lap you are currently on.

TIMER: The time left to finish current lap.

RADAR: An on-screen radar showing your relative position to other cars and objects nearby. Use the radar to spot mines and firewalls ahead of you, and enemies and missiles behind you.

BONUS: A counter that displays how many enemies you have to kill to qualify for a bonus track, or earn a power-up.

SPEED: The current speed of your car.

KILLS: Your total number of kills in the game.

ENERGY: Your current energy. As your energy decreases, the meter will change from green to red.

LASER TEMP: The bar shows how hot your lasers are getting. Once they overheat, they will automatically shut down to cool off.

FRONT ARMOR: Displays your front armor status.

REAR ARMOR: Displays your rear armor status.

SCORE: Displays your score.

MINES: The number of mines in your inventory.

MISSILES: The number of missiles in your inventory.

FIREWALLS: The number of firewalls in your inventory.

HEATSEEKERS: The number of heatseekers in your inventory.

SMART BOMBS: The number of smart bombs in your inventory.

PAUSING

While the game is paused, two selections will appear on the screen. Press the **START** button to confirm a selection.

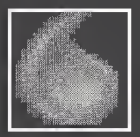
CONTINUE: Continue with your current game.

DASHBOARD: Turn the interface on and off by pressing **START**.

RETIRE: Quit your game. This takes you back to the Title Screen.

PICKUPS

These are the pickups that are available in the game.



ENERGY: Adds energy to your energy bar.

TIME: Adds time to the counter.

DOUBLE LASERS: Powers up your laser cannon: (this only appears in a Bonus Track).

QUAD LASERS: Powers up your laser cannon: (this only appears in a Bonus Track).

MINES: Adds mines to your inventory.

MISSILES: Adds missiles to your inventory.

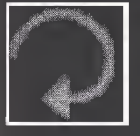
FIREWALLS: Adds firewalls to your inventory.

HEATSEEKERS: Adds heatseekers to your inventory.

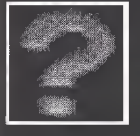
SMART BOMBS: Adds smart bombs to your inventory.

FRONT ARMOR: Repairs some of your front armor.

REAR ARMOR: Repairs some of your rear armor.



FLIPVIEW: Flips the screen upside down. Can only be reversed by picking up another flipview icon. Steering control will be reversed as well. (These only appear in the Bonus Tracks. Avoid these as much as possible.)



MYSTERY! Adds special items randomly to your inventory.

TRACKS

There are 3 different main tracks to race on and 4 different modes, for a total of 12 variations.

CITY: The first track. It allows you to get used to the driving and shooting action.

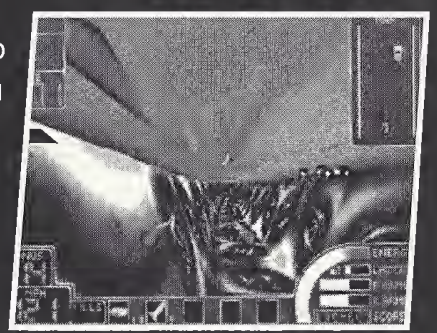
MOUNTAIN: The second track. More turns and jumps mean a greater challenge.

SPACE: The third track. You must be in complete control of your car to get through this track.

*NOTE: After you finish these tracks, you will race in Mirror, Night, and Night-Mirror modes.

BONUS TRACKS

The bonus tracks are designed to obtain new weapons. After you kill a certain number of enemies (shown in the bonus counter), icons for new weapons or weapon power-ups will appear. Be sure to pick these up, because the Bonus Tracks are the only places you can obtain these new weapons. After you obtain these new weapons, those icons will appear in the normal tracks so you can reload.



AVOID THE FLIPVIEW ICON IN THE BONUS TRACKS

WEAPONS

BUMPING

Very simple, very basic. You can damage enemies by bumping into them. The bad part is it will damage you too.

LASERS

The laser is the weapon you will always have. The only restriction is that it will pick up heat as you use it. The hotter it is, the slower it will fire. Try not to rapid fire the lasers for an extended amount of time. The laser can be powered up from Single to Double to Quad.

MINES

The mines are used to destroy enemies who are approaching you from behind. Use the radar screen to align your mines with enemy cars.

CONCUSSION MISSILES

Concussion missiles have a greater impact than lasers. They will fly straight until they hit something.

FIREWALLS

Firewalls can damage more than one enemy behind you at a time. It can be spread to cover almost the width of the track.

HEATSEEKERS

Heatseekers guide themselves along the track and home in on the closest heat source.

SMART BOMBS

A smart bomb wipes out all the enemies, mines, firewalls, missiles, and heatseekers visible on the map. This is the most powerful weapon you can use.

SAVING AND LOADING THE GAME

SAVING A GAME

You can save up to three different Impact Racing™ games. The game will let you save your progress after every Bonus Track you race. You can save to either the internal or external (Memory Cartridge) memory. The internal memory (BASE RAM) is the default. If you have a Memory Cartridge inserted, you can save to it by choosing the CHANGE BACKUP option. Press the A or START BUTTON to confirm selection.

Choose CONTINUE when you are done.

LOADING A GAME

Select LOAD GAME at the title screen.

GAME 1, 2, 3 shows what stage the saved Impact Racing™ games are on. Highlight the game you want to load, then press the A or START BUTTON.

USING PASSWORDS

You can select which memory source to load from by choosing the CHANGE BACKUP option.

You can also use passwords to resume games. However, when you do this, your name will automatically become "PAS".

After each Bonus Track, a password is displayed. Use these passwords to restart from that point in the game. You will have all the weapons and ammunition you left off with.

Enter passwords at the PASSWORD screen. Choose **END** or press **START** when you're done.

HINTS

1. If you run out of time in any track, try to steer yourself in front of an enemy car so they can push you over the checkpoint.
2. If you get flipped in a bonus track, try to destroy the cars behind you so you'll be flipped again automatically.
3. If you are right behind a car and don't want to run into it, try tapping DOWN (brake) on the controller. This should keep you right behind the car so you can continue to attack it.
4. Even if there are no cars behind you on the radar, you can still try dropping some mines or a firewall. Sometimes this actually works.
5. Hitting walls or the sides of a track does no damage to your car. It only slows you down a little, so if you're in a fast car, don't worry about it too much.
6. Try slowing down or speeding up if you can't see an enemy car on your radar. They may all be hiding somewhere else on the track.
7. During the bonus tracks, if you hear "Warning," don't pick up the icon. It will be a flip icon.

NOTES

NOTES

NOTES

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